

CONTROLLER FOR GAME MACHINE

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Abstract

A controller for game machines, which can readily operate an operating button while simultaneously performing a plurality of stepless operations. The controller comprises an operating body (12) which can be grasped by one hand, a push-in-type manipulating portions (14, 16) and a rotary-type manipulating portion (18) provided on the operating body (12). The push-in-type manipulating portions (14, 16) are formed to be operated such that they can be protruded predetermined distances by biasing forces of biasing means and pushed in against the biasing forces in a stepless manner at locations where any one of the fingers of one hand are positioned. The rotary-type manipulating portion (18) is formed such that rotating manipulation relative to the operating body (12) can be performed at locations where it can be manipulated by the other hand. Operating buttons (26, 28) are provided at locations where any one of the fingers of the other hand are positioned.